

whereby upon operation of said motor and drive assembly the animal vibrates to provide a jumping action of said legs and attendant movement of said animal.

4. (Original) A toy animal as set forth in Claim 3 including an electronic circuit controller which when activated programs the speed and direction of the motor to effect preprogrammed actions of the toy animal.

5. (Original) A toy animal as set forth in Claim 4 which includes a speaker, the output of which is regulated by the electronic circuit controller to coordinate the speaker sounds with the programmed movement of the animal.

6. (Original) A toy animal as set forth in Claim 5 in which the speaker, motor and controller are powered by batteries and the switch for controlling same is located in the tail of the animal.

7. (Original) A toy animal as set forth in Claim 5 in which the drive assembly for the eccentrically mounted weight is a gear drive that is enclosed within a gear box, the weight is enclosed by a guard and the speaker is secured to said guard.

Cancel Claim 8.

Claim 9 (currently amended). A toy animal having a body portion, head and tail, and four spring legs having upper and lower ends for supporting said animal, a shaft located transverse to said body portion and disposed adjacent the head and supporting an eccentrically mounted weight, a power operated switch controlled motor and drive assembly for said shaft, a frame assembly that supports the eccentrically mounted weight and power operated motor and drive assembly and the spring legs are interconnected to said frame assembly, which frame assembly includes cap members for receiving the upper ends of the spring legs and there are provided pads connected to the lower ends of the spring legs, whereby the movement of the eccentric weight vibrates the frame assembly to provide a jumping action of the legs and attendant movement of the animal.

10. (Original) A toy animal as set forth in Claim 9 wherein movement of the eccentric weight at a relatively low speed in both the clockwise and counter-clockwise direction causes the animal to essentially jump in place or move forward in small increments.

11. (Original) A toy animal as set forth in Claim 9 wherein movement of the eccentric weight in a counter-clockwise direction at a medium speed causes the animal to move forward in a generally straight line in medium size increments.

12. (Original) A toy animal as set forth in Claim 9 wherein movement of the eccentric weight in a clockwise direction at a medium speed causes the animal to bounce on its front legs and essentially rear-up in place.

13. (Original) A toy animal as set forth in Claim 9 wherein movement of the eccentric weight in a counter-clockwise direction at a relatively high speed will cause the animal to move forward in relatively large increments in a generally straight line.

14. (Original) A toy animal as set forth in Claim 9 wherein movement of the eccentric weight in a clockwise direction at a relatively high speed causes the animal to move in a random fashion that can be forward, backward or side-ways.